

Jai Wen

CHARACTER NAME

Monk

CLASS

Mandarin (Chinese)

RACE

World Traveler

BACKGROUND

20

AGE

PLAYER NAME

Level 2

LEVEL

STRENGTH

15

+2

DEXTERITY

16

+3

CONSTITUTION

14

+2

INTELLIGENCE

11

0

WISDOM

13

+1

CHARISMA

9

-1

INSPIRATION

+2 PROFICIENCY BONUS

- +4 Strength
- +5 Dexterity
- +2 Constitution
- 0 Intelligence
- +1 Wisdom
- 1 Charisma

SAVING THROWS

- +5 Acrobatics (Dex)
- +1 Animal Handling (Wis)
- 0 Arcana (Int)
- +4 Athletics (Str)
- 1 Deception (Cha)
- 0 History (Int)
- +3 Insight (Wis)
- 1 Intimidation (Cha)
- 0 Investigation (Int)
- +1 Medicine (Wis)
- 0 Nature (Int)
- +3 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- 0 Religion (Int)
- +3 Sleight of Hand (Dex)
- +3 Stealth (Dex)
- +1 Survival (Wis)

SKILLS

14

ARMOR CLASS

+3

INITIATIVE

40 ft

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8+4

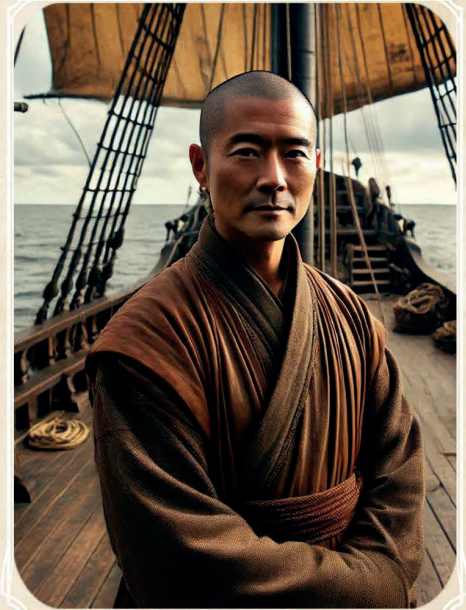
2d8+4

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+5	1d6+3 b
Bīshōu (dagger)	+5	1d4+3 p
Biao 20/60	+5	1d3+3 p
Unarmed	+5	1d4+3 b

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Languages: Mandarin, Portuguese, English

Armor: none

Weapons: Simple weapons

Tools: Xiao (flute), Calligrapher's supplies

OTHER PROFICIENCIES, LANGUAGES & SPELLS

Quarterstaff

Bīshōu (dagger) x2

Biao (throwing darts) x 10

Backpack

Bedroll

Mess kit

Tinderbox

Waterskin

Xiao (flute)

Calligrapher's supplies

EQUIPMENT

Unarmored Defense/Movement: While you are not wearing armor/shield, your AC equals 10 + DEX mod + WIS mod. Speed increased by 10 ft.

Martial Arts: When not wearing armor/shield: Use DEX instead of STR for attack/damage rolls of unarmed strikes/simple weapons. Roll a d4 damage for your unarmed strikes. For unarmed strike/simple weapon attacks, you can make one unarmed strike as a bonus action.

Ki: Use ki to perform special actions.

Flurry of Blows: After an attack, spend 1 ki point to make 2 unarmed strikes as a bonus action.

Patient Defense: Spend 1 ki point to take Dodge as a bonus action.

Step of the Wind: Spend 1 ki point to Disengage or Dash as a bonus action. Your jump distance is doubled.

Ki points are recovered after a short/long rest.

World Traveler: A different perspective. Skill Proficiencies: Insight, Perception

Blind Fighting: As long as you can hear an opponent, they do not gain advantage on attacks against you when you cannot see. Your melee attacks do not suffer disadvantage when you cannot see.

FEATURES & TRAITS

CHARACTER: JAI WEN

BACKSTORY

Jai Wen is a Shaolin monk who was a Shunzhi Emperor Fulin's court member. When the Emperor died in early 1661, Jai had to leave his homeland due to a "misunderstanding" with one of the new 7-year-old Emperor's regents. Wanting to see the world, Jai Wen boarded a Portuguese merchant and eventually traveled to the Caribbean. Being a foreigner, he had difficulty finding work until he signed on to the crew of the *Sea Nymph*.

Hindrances: Hindrances: Death Wish (minor), Driven, Shamed

LEVEL 3 ADVANCEMENT SUGGESTIONS:

Deflect Missiles

You can use your reaction to deflect or catch the missile when a ranged weapon attack hits you. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough to hold in one hand and at least one free hand. If you catch a missile this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

+1 Ki Point (total 3)

Way of the Open Hand

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies and practice advanced meditation that can protect them from harm.

Open Hand Technique: Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

LEVEL 4 ADVANCEMENT SUGGESTIONS:

+1 Ki Point (total 4)

When you reach 4th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Recommendation: +2 DEX (18), or +1 STR (16) and +1 WIS (14) - Adjust Attribute modifier